

FIG. 1

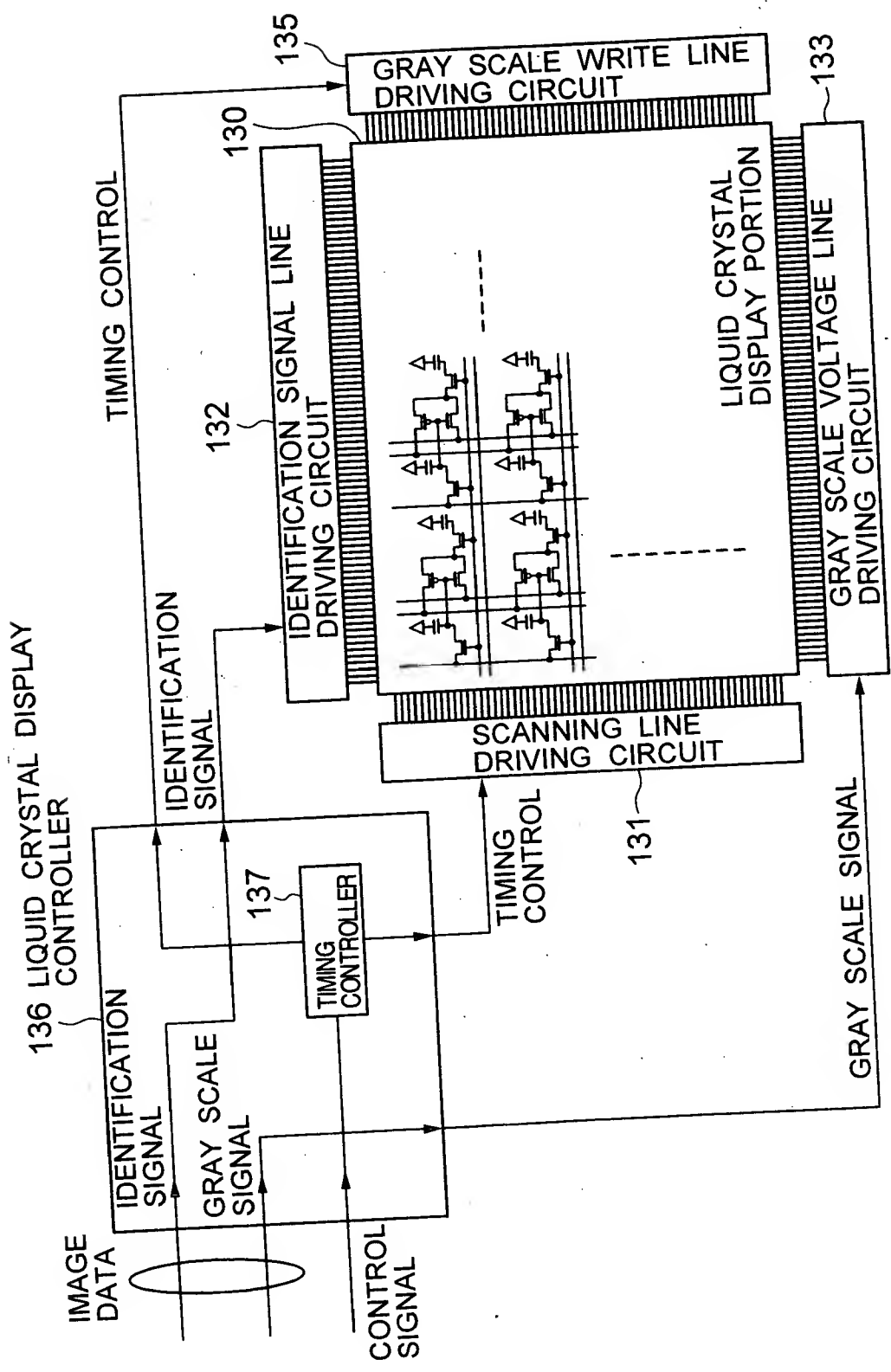


FIG. 2

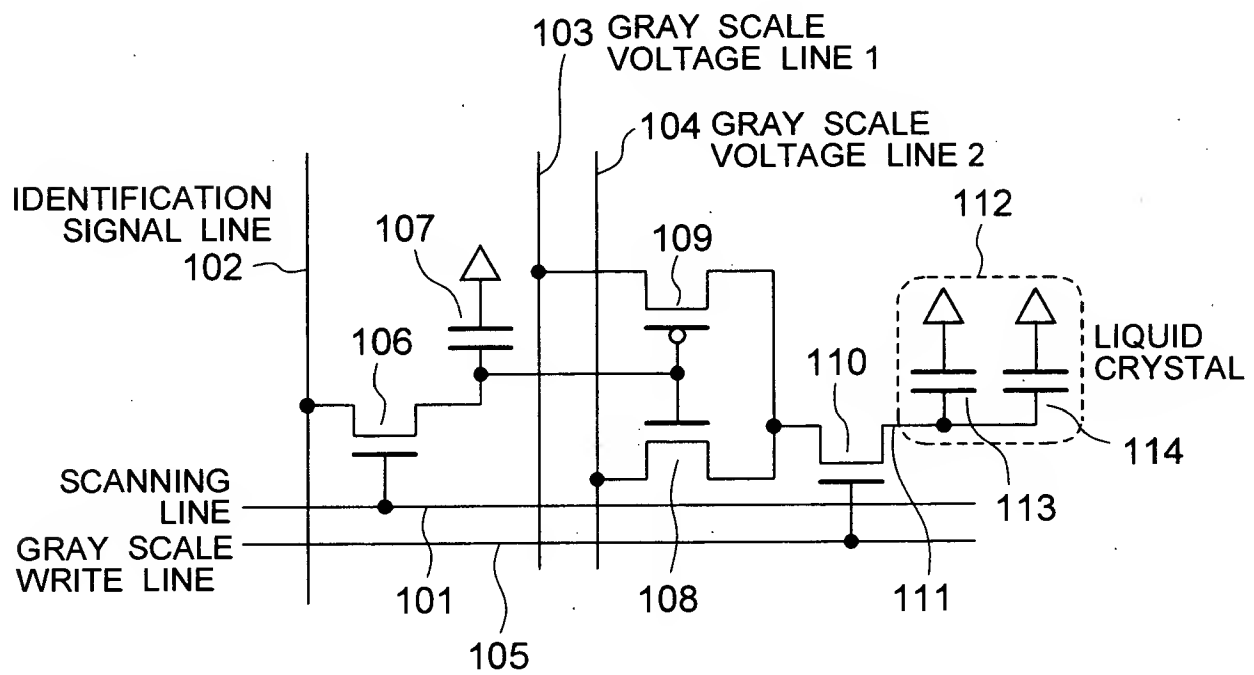


FIG. 3

R:10	R:F1	R:F8	R:FF
G:10	G:F1	G:F8	G:FF
B:10	B:F1	B:F8	B:FF
R:08	R:11	R:F2	R:F9
G:08	G:11	G:F2	G:F9
B:08	B:11	B:F2	B:F9
R:07	R:08	R:12	R:F3
G:07	G:08	G:12	G:F3
B:07	B:08	B:12	B:F3
R:05	R:08	R:09	R:13
G:05	G:08	G:09	G:13
B:05	B:08	B:00	B:13

EACH PIXEL 24 bits,
1 BLOCK IMAGE,
TRANSFER QUANTITY
=16×24=384 bits

BEFORE
COMPRESSION



GRAY SCALE
SIGNAL

(0)	(1)	(1)	(1)
(0)	(0)	(1)	(1)
(0)	(0)	(0)	(1)
(0)	(0)	(0)	(0)

(1)=R:F8, G:F8, B:F8
(0)=R:08, G:08, B:08
(DEFINED BY LOOK-UP TABLE)

EACH PIXEL 1 bit,
+24 bit COLOR :
2 COLOR DEFINITION

1 BLOCK IMAGE TRANSFER
QUANTITY=16×1+24×2=64 bits

IDENTIFICATION
SIGNAL

AFTER
COMPRESSION

FIG. 4

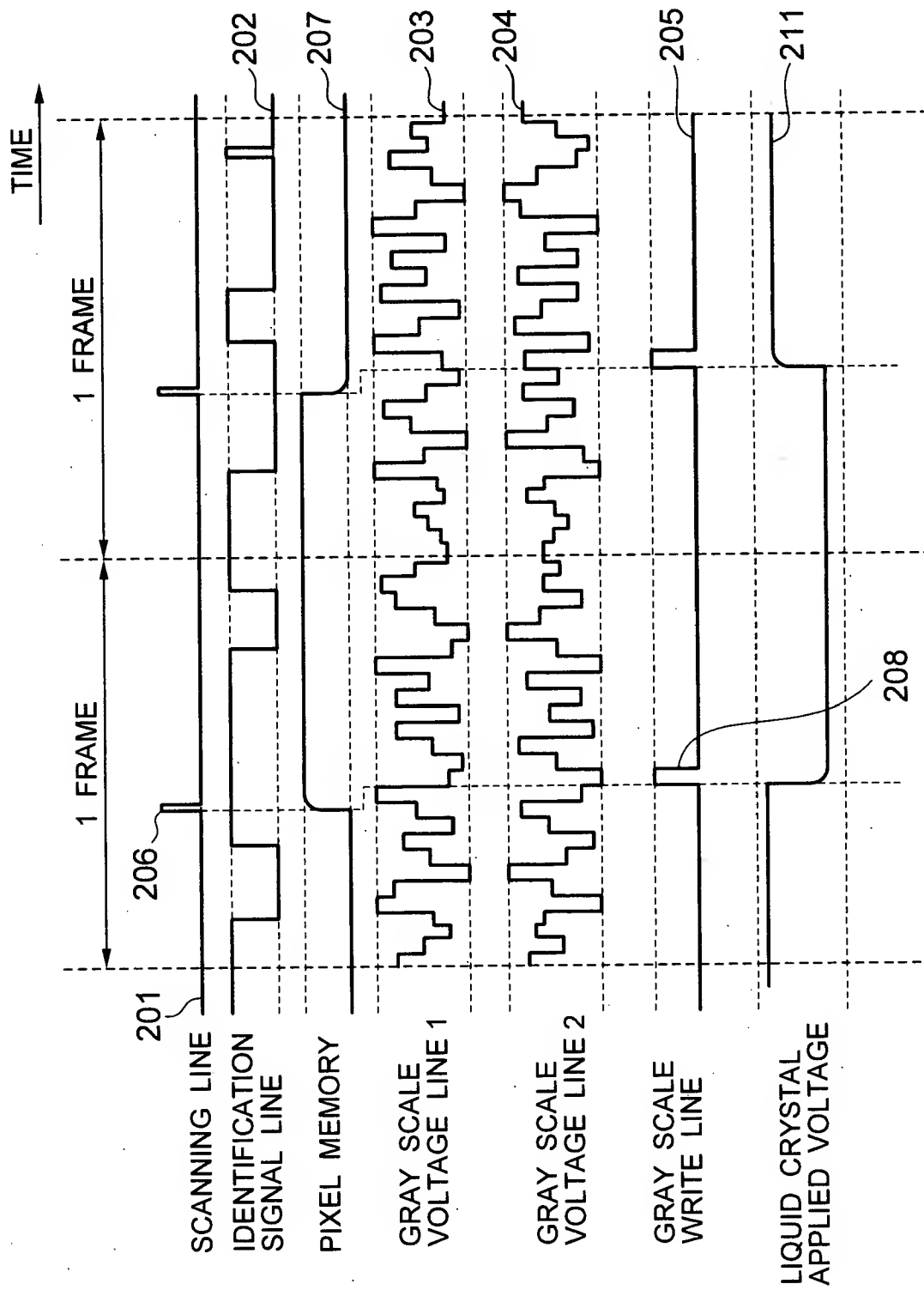


FIG. 5

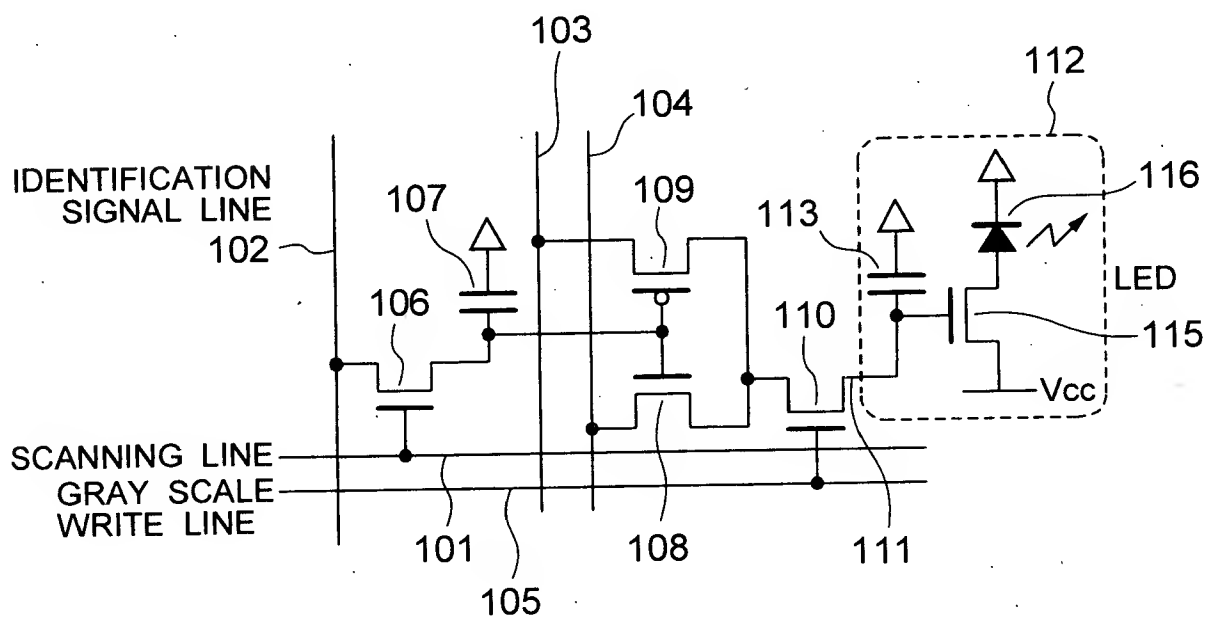


FIG. 6

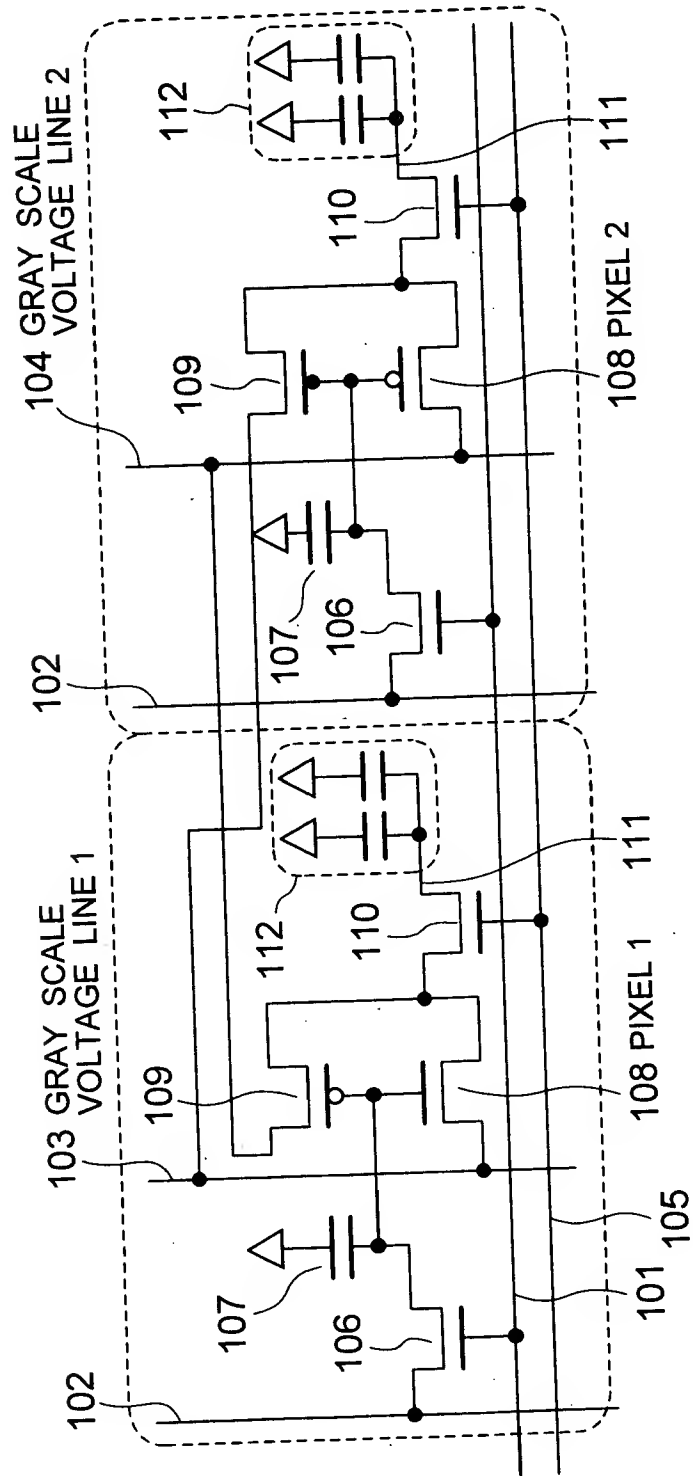
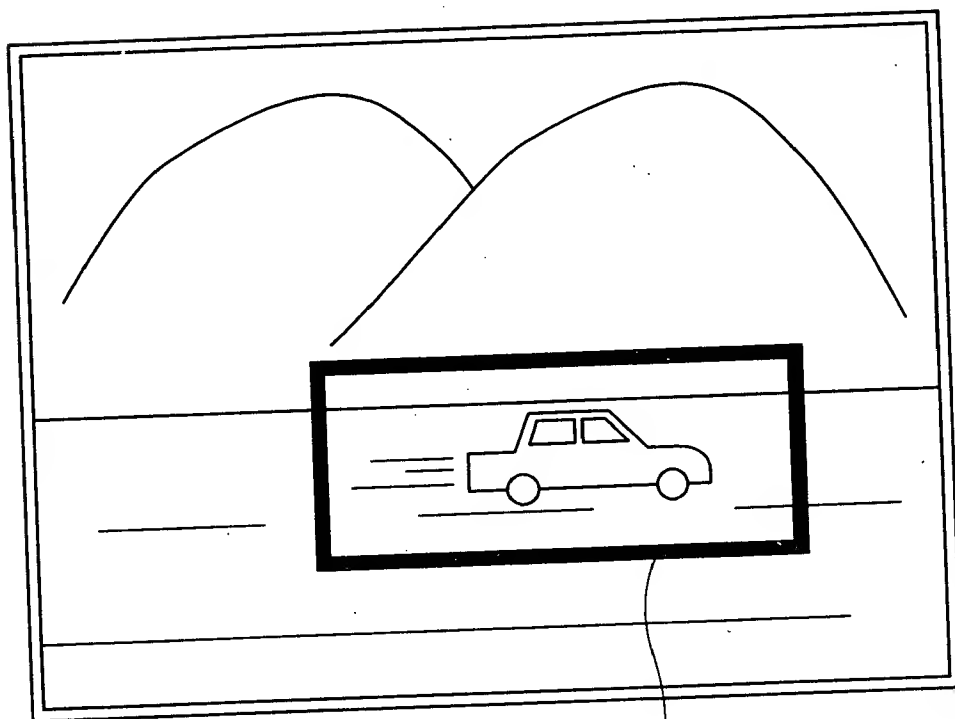


FIG. 7



PARTIAL RE-WRITE AREA

FIG. 8

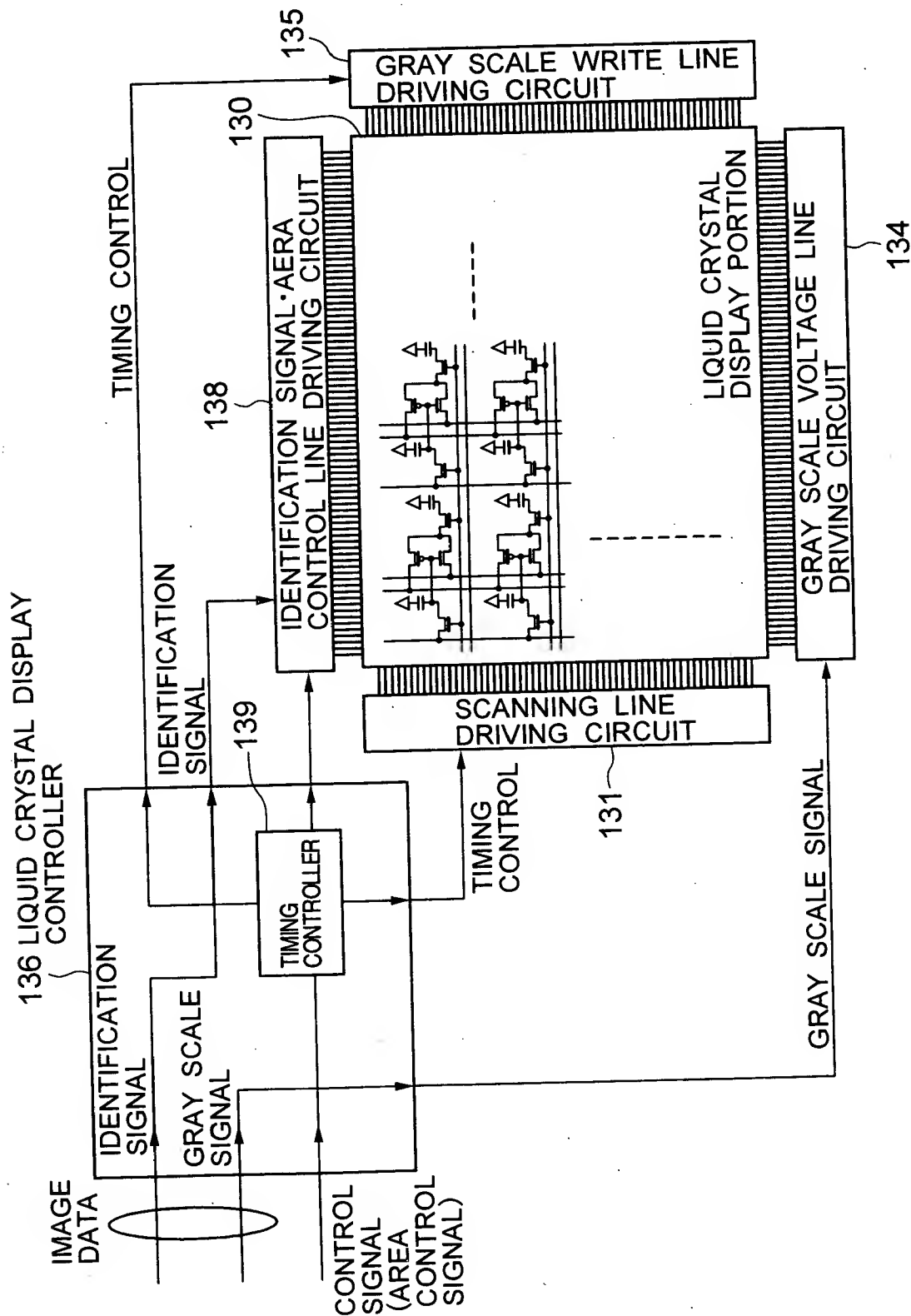


FIG. 9

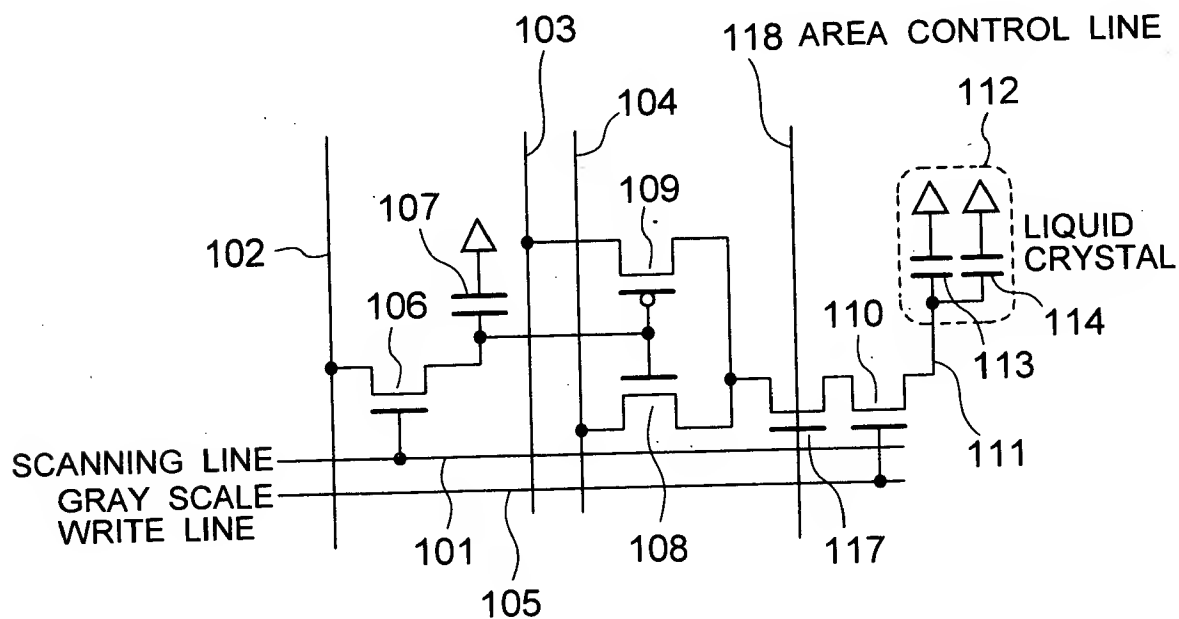


FIG. 10

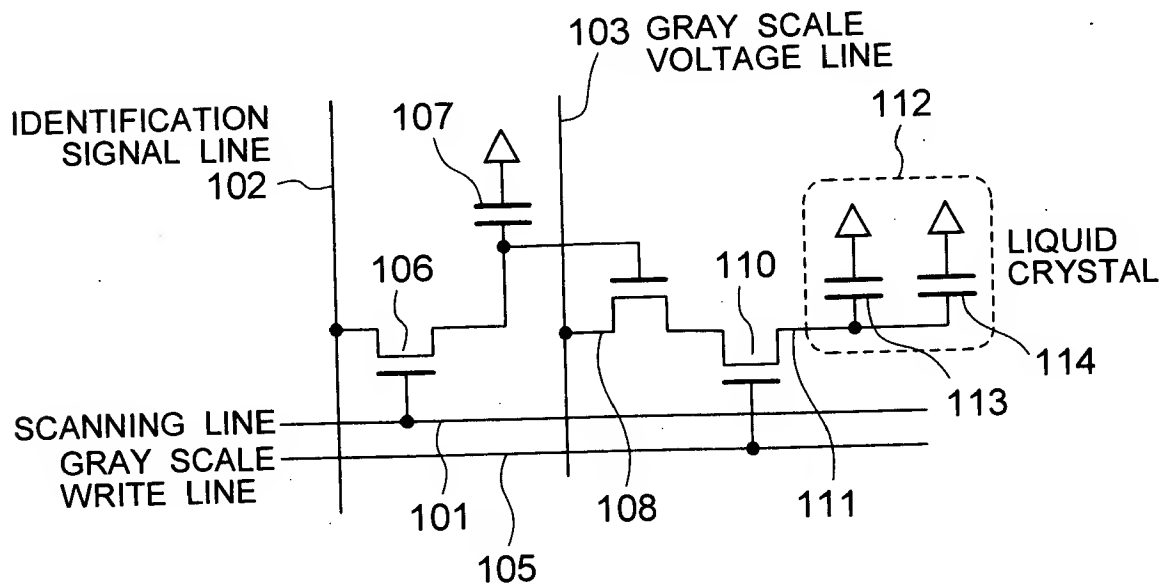


FIG. 11

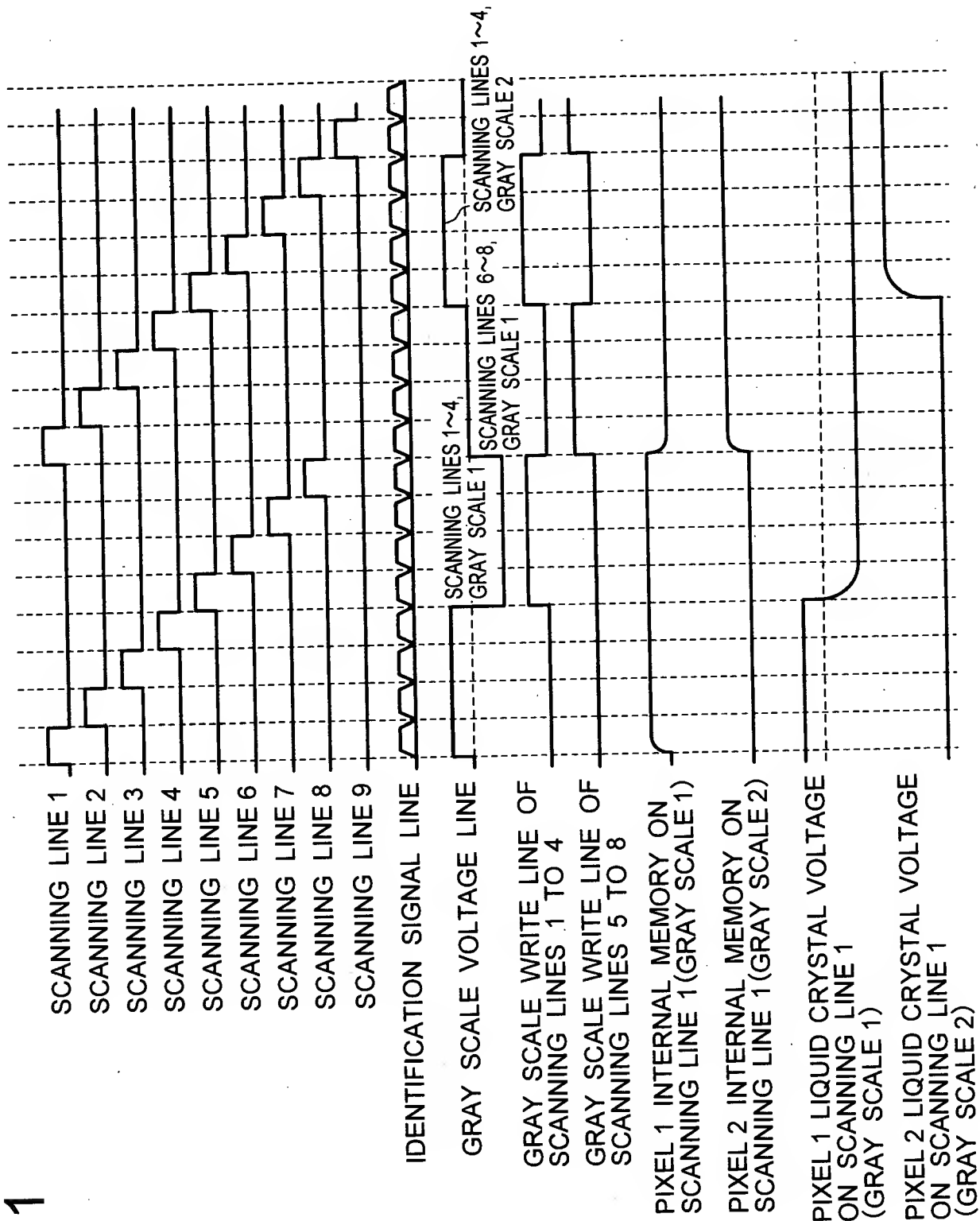


FIG. 12

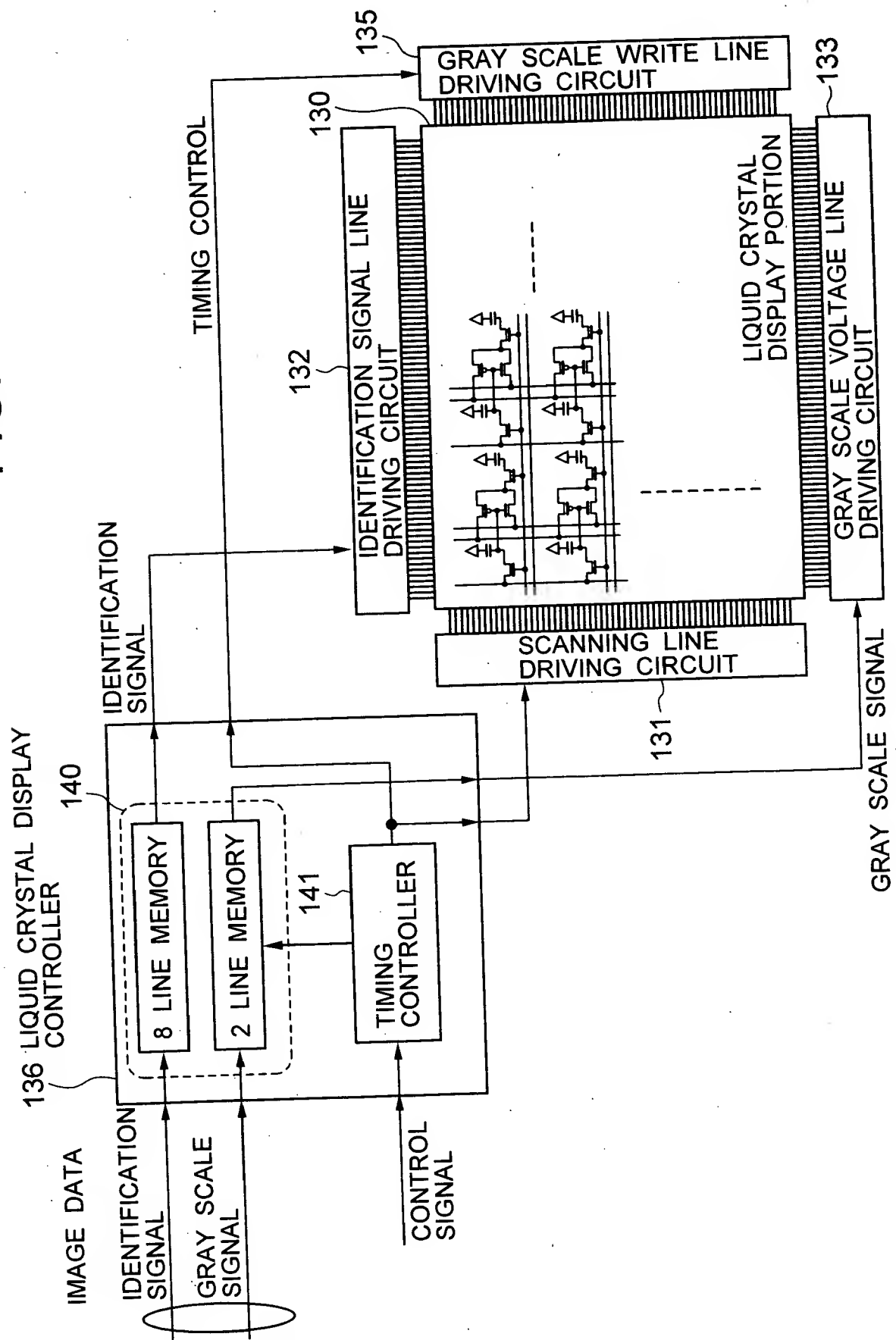


FIG. 13

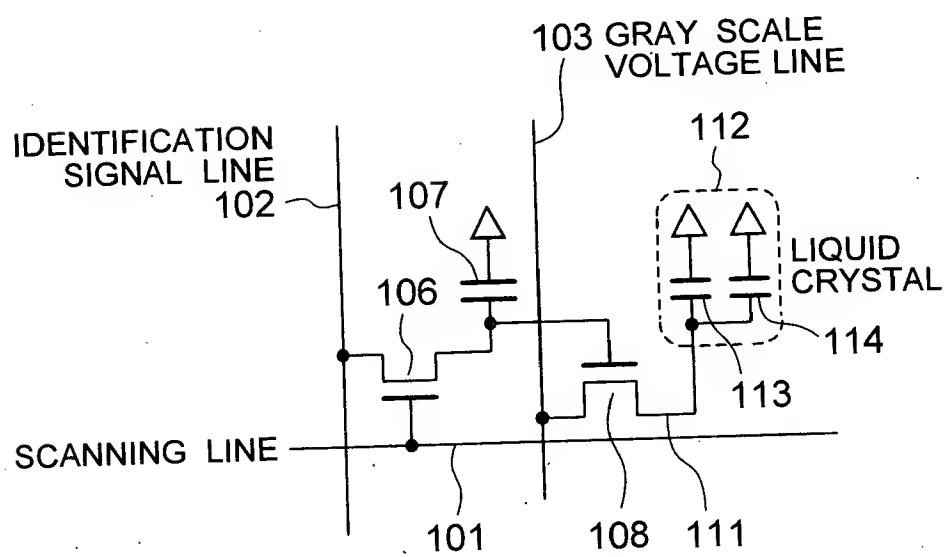


FIG. 14

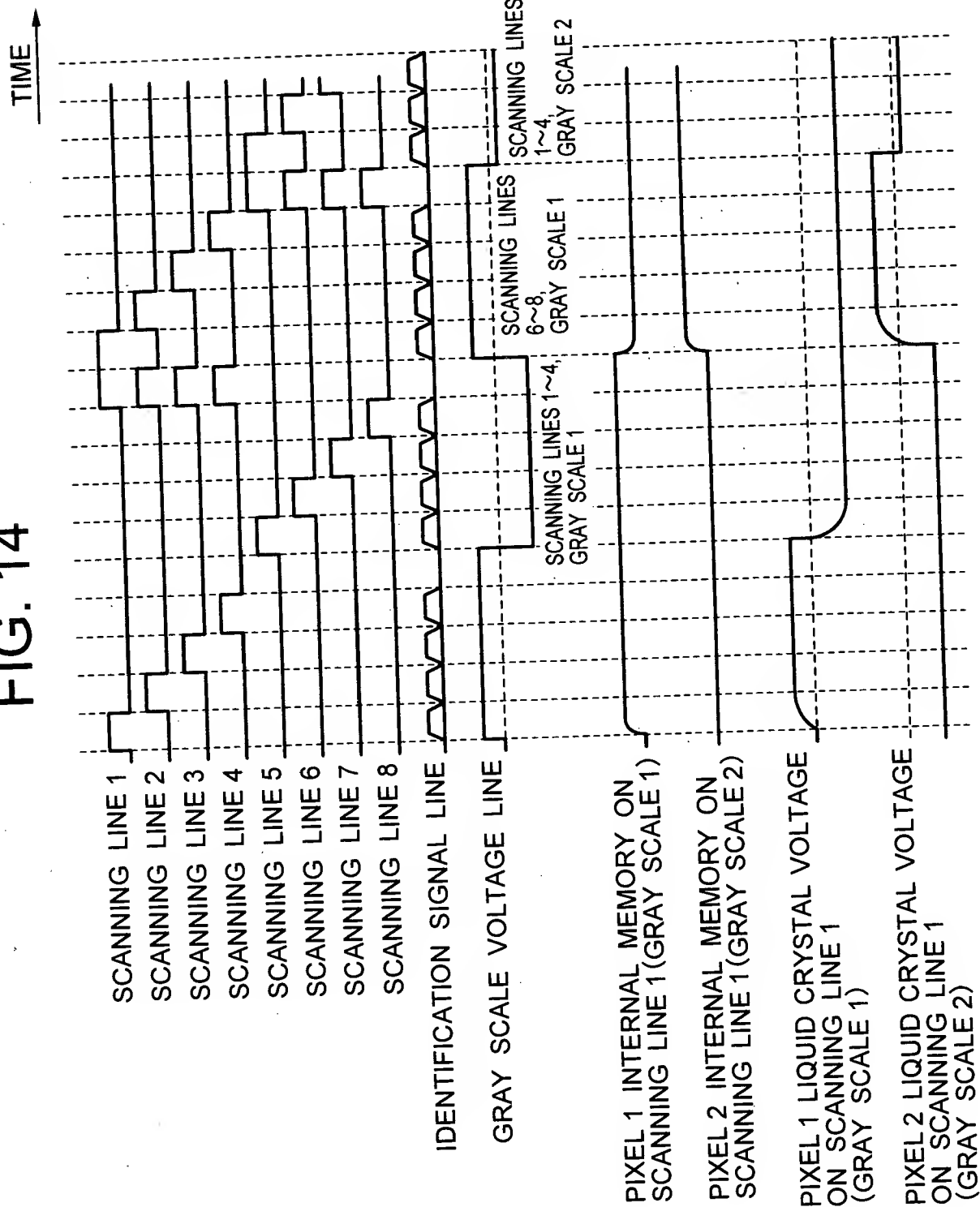


FIG. 15

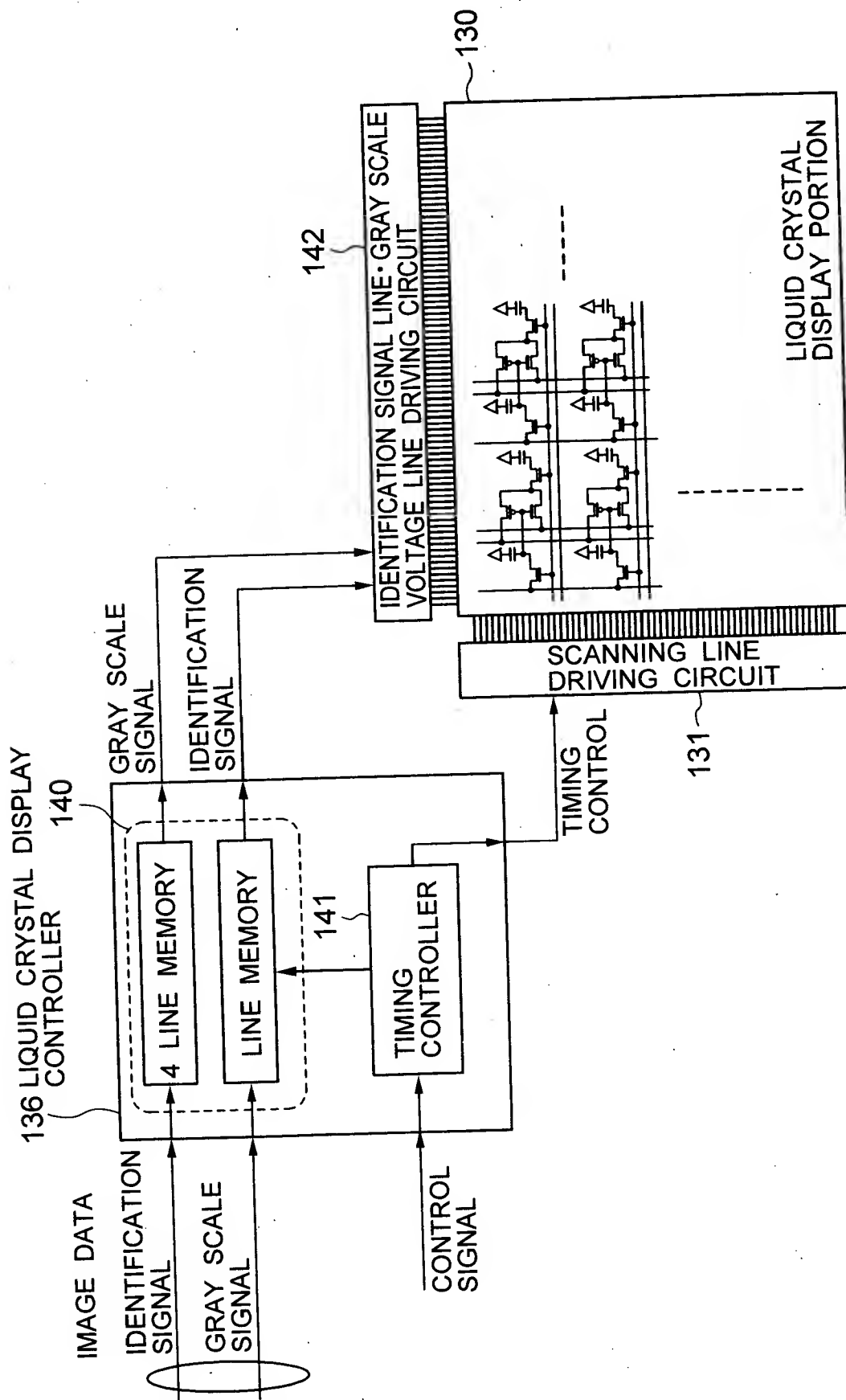


FIG. 16

